



- = outdoor pavilions
- = main intersections of views

Schematic View
500 Block of Fayetteville Street





Sticky-Do

CREATIVE CONSENSUS TECHNIQUE

1. ANSWER

Each member: answer the given question with one sticky note per thought.

2. STICK

Each member: place your stickies on the large sheet of paper.

3. GROUP

Each member: gather around the piece of paper and start grouping similar ideas.
This is supposed to be a dynamic and talkative process.

4. TITLE

One member is chosen to be the scribe.
The scribe solicits from the group the best title for each grouping.
This is ideally a simple phrase, not a comprehensive list.



Example Listing
CREATIVE GROUP TECHNIQUE

1. REVIEW EXISTING GOALS

Review the existing titles the group has generated.
These are your goals for this project.

2. LIST SPECIFIC EXAMPLES

Think of specific things you have seen
that are good examples for achieving each goal.

One person is chosen to write down all ideas.
Each member of the table volunteers ideas as they come up.

This is a very fast process. There are no wrong answers,
but some clarity might be needed from time to time.



1. LOOK AT EXISTING DESIGNS/CONCEPTS

Review the existing material that we will use as a point of inspiration.

2. CREATE A MODIFIED SOLUTION

Try to think of how you might apply as much of this starting point to your table's titles (goals).
On a clean sheet of paper, create your own solution that is inspired from it.

3. SHARE YOUR RESULTS

Each member of the table describes how they applied their concepts to generate this new solution.



Piecemeal - Group
GROUP FILTERING TECHNIQUE

1. RECOLLECT

Think back to the designs you have seen presented from the group and name one specific feature or concept from SOMEONE ELSE in the group that you think would be useful for your problem.
Write this specific concept onto one sheet of paper.

2. REVIEW

Each person from the table should share their choice with the group.

3. DESIGN

One person from the table will draw/write for the group.
Using the pages from each member, create a new design that incorporates as many of these ideas as possible onto one page.

4. REFINE

Do new drafts as needed to bring the many ideas together cleanly.